

## COMBAT

Combat is handled in the same way as Skill rolls, with a few differences. Instead of the GM assigning a Difficulty Rating, your opponent provides one. During combat you're trying to do two things at the same time: hit someone and avoid being hit yourself.

Your DEX provides Success Points for both Attack and Defense, but you split your Combat Skill (like Hand-to-Hand, Melee Weapons, or Ranged Weapons) between the two activities. Where you place your Skill dice in combat determines how aggressive or cautious you want to be.

## SEQUENCE OF COMBAT

- 1. INITIATIVE:** Roll 1d6 and read it normally (not as you would with **FAST** dice). Add this result to your **REACT** score. The highest Initiative acts first and any tie results must re-roll to break the tie.
- 2. TO HIT:** If you have more Success Points on offense than your opponent has for defense, then you have successfully hit him. Tie results go to the defender. The amount by which you exceed your opponent's result is called "Overkill" and it is the starting point for figuring out the damage of your attack.
- 3. DAMAGE:** Damage done to your opponent is equal to one-half of the Overkill (round up), plus the strength of the attack: either the attacker's BOD for Hand-to-Hand, BOD + weapon bonus for Melee Weapons, or the Strike Power for Ranged Weapons.
- 4. ARMOR:** Armor of your opponent, if any, is subtracted from the damage done by your attack.
- 5. HIT POINTS:** Whatever damage is left after Armor is subtracted is then applied against the target's Hit Points. At zero Hit Points, the target is unconscious.



That's it - - the core rules of **FAST**. The complete rulebook contains all the Skills, Powers, and other game mechanics to allow you to run any genre at any power level. If you can imagine it, you can play it. At **FAST** Games, we strive to offer high quality RPG materials at a low price. We produce these products with a passion for the game and without corporate overhead.

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# Quick Play Guide

**FAST** is a full-featured, rules-lite, universal RPG that's offered at a price that won't break your piggy bank.

**FAST** works for all power levels and genres, from gritty and realistic...to high fantasy and sci-fi...to costumed super heroes...and beyond. In **FAST**, there is no random character generation - - you get the character you want and all the abilities are bought at a point-for-point basis. There are no complicated tables to look up or intricate formulas to remember.

The emphasis of **FAST** is to take the work out of role-playing and focus on just having fun. Are you tired of combat that takes hours to resolve? Frustrated with having to purchase a dozen separate skills just to have a competent, well-rounded character? The **FAST** RPG does away with all the stuff that bogs down game play; a few 6-sided dice and your imagination are all that you need.

This **Quick Play Guide** covers the basic mechanics needed to get started playing the **FAST** game system. The complete game, which also includes rules for character creation and superpowers, can be found in the **Freestyle Adventure Story Telling** RPG rulebook. Look for **FAST** RPG events at a gaming convention or demonstrated at a hobby store near you.



**Freestyle Adventure  
Story Telling RPG**

## A Different Kind of Role-Playing Game

Do you like playing in a variety of settings, but don't want to learn a new set of rules every time you switch campaigns? If so, the **Freestyle Adventure Story Telling** may be the game system for you.



## Laredo Graves Texan Vampire Hunter

Primary Attrib	Secondary Attrib
DEX 7	HP 18
BOD 6	MP 21
INT 6	React 6.5
WIL 7	Fate 5

Skills	Level	Specialization
Animal	1	
Athletics	1	
Charisma	2	
H-to-H	3	
Language	1	Spanish
Melee Weap.	3	Knives
Outdoors	3	
Professional	3	Cowboy
Ranged Weap.	5	
Thief	2	Stealth

### Plot Hooks

- 5 Flaw: Sense of Duty (Protect mankind from supernatural)
- 1 Trait: Ladies' man
- 1 Trait: Overconfident
- 1 Trait: Western attire
- 1 Trait: Stetson hat never falls off
- 1 Trait: Likes to carouse/gamble

### FATE POINTS

A player may spend Fate Points to increase Skill rolls, Combat rolls, or damage done. Each Fate Point is worth 1-6 Success Points, as rolled normally (not as **FAST** dice, as explained later). The intention to use Fate Points must be declared **before** the Skill Roll. Once spent, Fate Points are gone until the character earns more.

Fate Points may also be used to have a favorable happenstance occur for the character, like finding a little money under a couch cushion or catching hold of a rock outcropping after a failed Climbing roll.

### SKILLS and SKILL ROLLS

Skills are broad categories of abilities that allow characters perform a variety of actions. These "Skill Effects" cover anything within that particular Skill. Skill Effects can also overlap between different Skills; the Skill Effect to climb a rope could be achieved using the Outdoor, Thief, or Athletics Skills. Skill levels range from 1 (Student) up to 5 (Master).

*EXAMPLE: Suppose a rogue character has a Thief Skill of 3, making him a proficient cutpurse. All of his thieving abilities work off this number. The Skill Effects available include picking pockets, opening locks, and hiding in shadows, just to name a few.*

**FAST** uses the basic mechanic of generating Success Points to resolve Skill Rolls. Here's how it works:

1. The GM sets a Difficulty Rating for the task that the player must beat.
2. The player automatically receives Success Points equal to the most relevant Attribute (DEX, BOD, INT, or WIL).
3. The player receives additional Success Points by rolling a number of 6-sided dice equal to the most relevant Skill. You get no Success Points for any "1" rolled on the dice, but rolling "2" through "5" gives you 1 Success Point and each rolled "6" gives you 2 Success Points. Interpreting dice rolls this way is called "**FAST** dice" and it is used for all dice rolls except Combat Initiative and Fate Points (Combat is explained later and Fate Points are used to improve dice rolls).
4. Add the **FAST** dice result to the Attribute score. Anything higher than the Difficulty Rating is a success, but any result less than or equal to the Difficulty Rating is a failed attempt.

*EXAMPLE: Laredo Graves is trying to sneak up on the undead guardians who are blocking the entrance to the Master Vampire's lair. The GM decides this task is a Difficulty Rating of 9—the monsters are anticipating trouble! Laredo automatically gets 7 Success Points from his Dexterity, so now it's time to roll them bones! His Thief Skill is "2" and will provide the Skill Effect of stealth that Laredo needs. He grabs a pair of dice and rolls a 6 and a 5 (which gives 2 + 1 = 3 Success Points) The final result is 10 and it exceeds the Difficulty Rating of 9, so Laredo successfully creeps past the guards and moves closer to confronting the horrors below ground...*

### PLOT HOOKS

Plot hooks are notable details that contribute to the details of the game. They include:

**Campaign Contributions:** You can submit things like journal entries, artwork, and villain ideas to the GM for use in his game world.

**Flaws:** Major defining elements of your character. Could be anything from a missing arm, adhering to a strict code of conduct, or being a social outcast.

**Traits:** Something fun or unusual about your character. Minor in scope and generally not combat related.



### PRIMARY ATTRIBUTES

There are four basic Attributes that define a character. The average human score for each Attribute is 5, while the maximum human score is 10.

Paranormal and high fantasy characters might have scores in the teens. Costumed superheroes may have scores that reach into the twenties and beyond.

**DEX** The DEXTERITY Attribute shows a character's nimbleness, agility, and speed.

**BOD** The BODY Attribute represents strength, endurance, and physical resilience.

**INT** The INTELLIGENCE Attribute measures IQ, perception, and reasoning ability.

**WIL** The WILLPOWER Attribute gages courage, presence, and force of convictions.

### SECONDARY ATTRIBUTES

These are computed from the four Primary Attributes:

**HP** Hit Points determine how much physical damage your character can sustain before going unconscious or dying. HP is equal to BOD x 3.

**MP** Mind Points represent mental power; such things as spell-casting ability for mages and sanity for paranormal investigators. MP is equal to WIL x 3.

**React** Determines how quickly your character responds to stressful situations, especially in combat. REACT is the average of DEX and INT.